

# GLASSWAR



Self Colouring Sample Unit Book  
Alpha v2.0

**VIJILANT**  
Tabletop Games

# Units

GLASSWAR v 0.2 Alpha

Welcome to Glasswar.

Here's your army. You will find:

- Enough units for two small armies
- Command, unit, NPC and skip cards
- Terrain
- Many rulers! (See right of page)
- Note: the rules, backstory and starter campaign are in the separate "Core Book".

# To build your units and get into the hobby, you will need:

- ▶ A way to print this book. Print the whole book single sided, using:
  - Thick paper
  - Greyscale
  - If in the US, use 80lb letter size cardstock in white matte.
  - If anywhere else, use 200gsm A4
  - While we have tried to keep ink use down, we still recommend using a laser printer to reduce cost.

If you can't get thick paper, regular paper may be ok but the models will be flimsy. Consider sticking pieces of paper together to add thickness, or using proxy models (ie. Lego or other suitable equivalents).

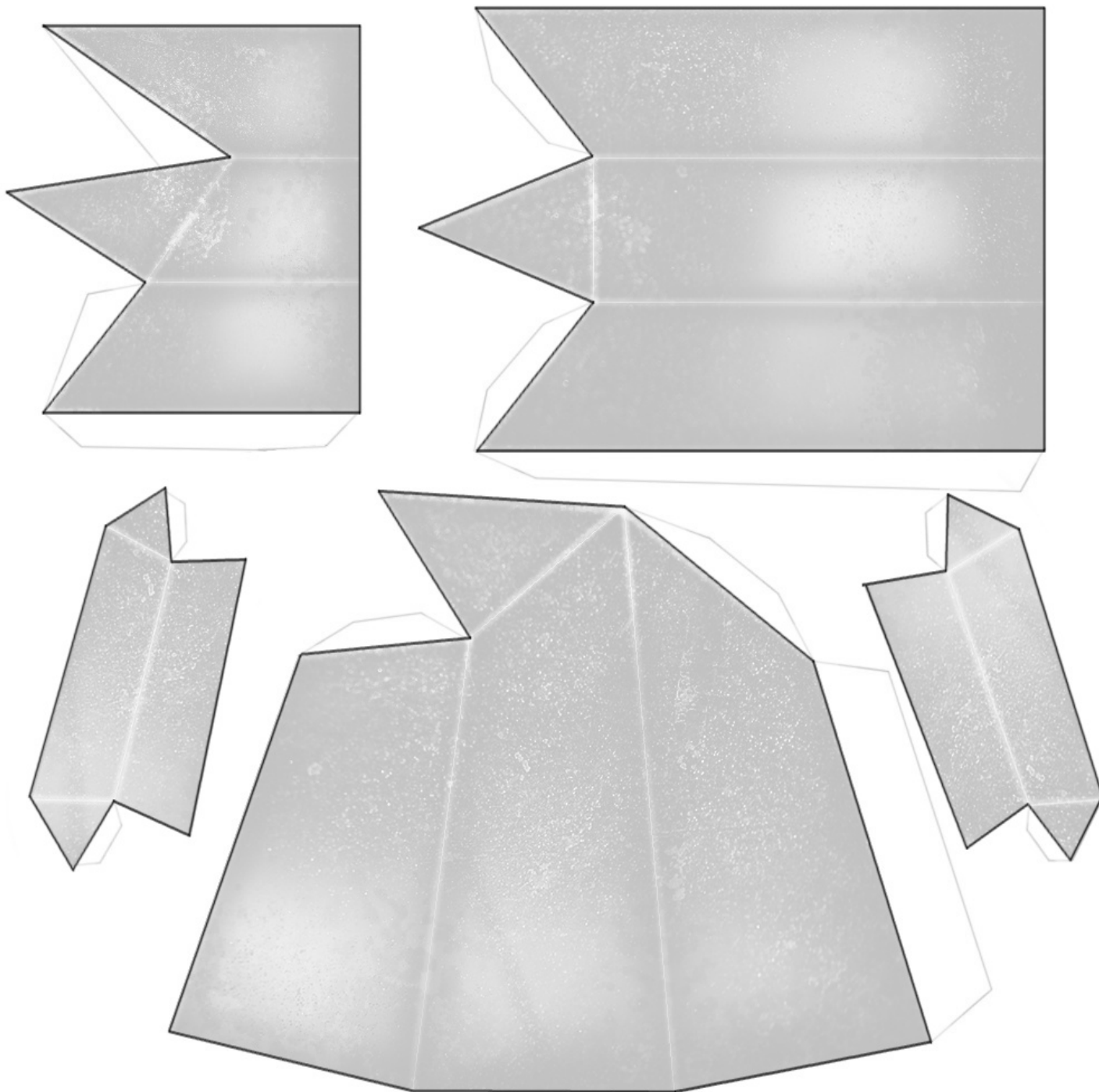
- ▶ Some scissors or a craft knife
- ▶ Some glue or tape. A glue stick is recommended.

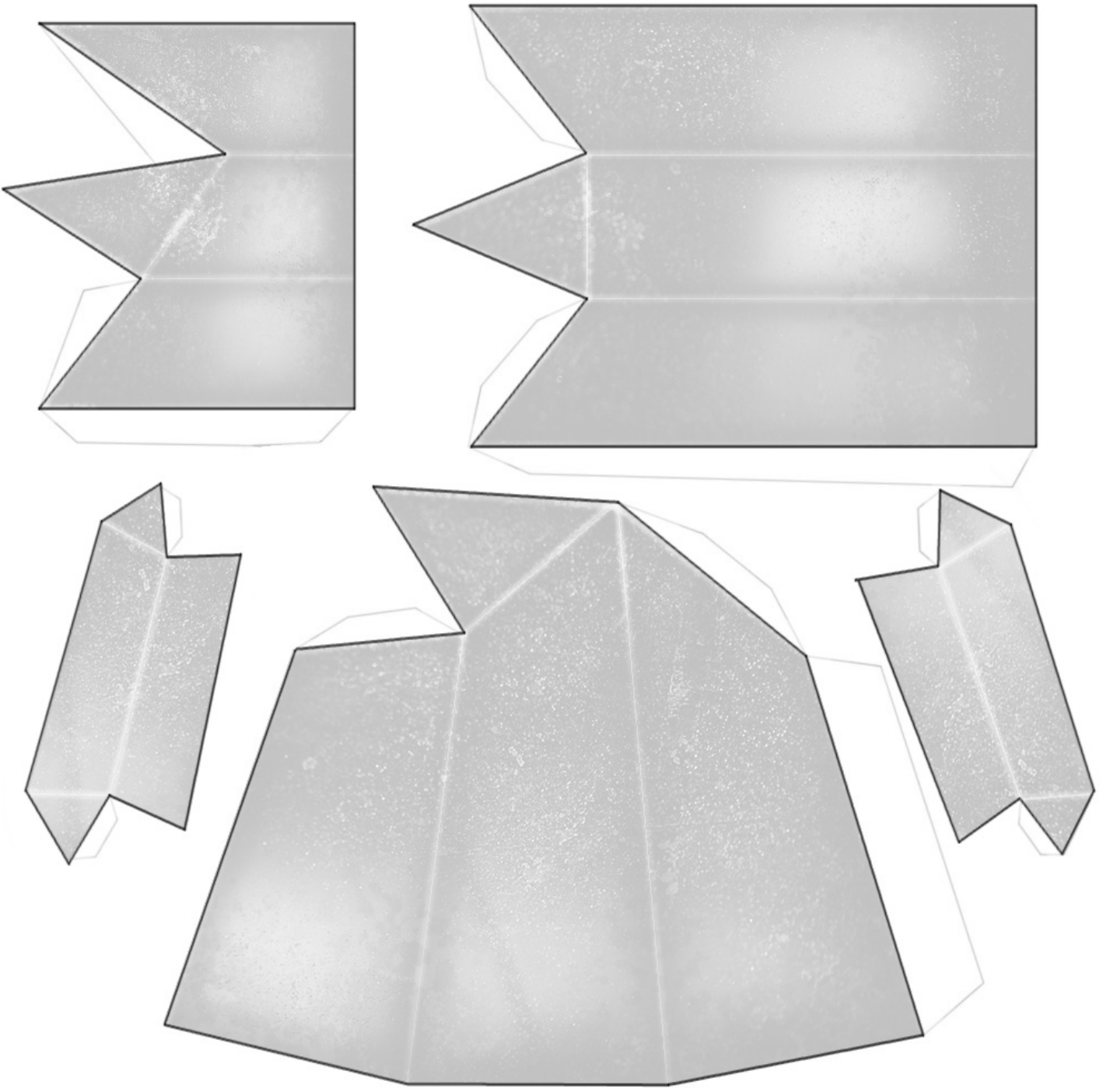
Six sided dice, at least one but ten will be better. If you don't have dice, there are many phone apps that do the same thing.

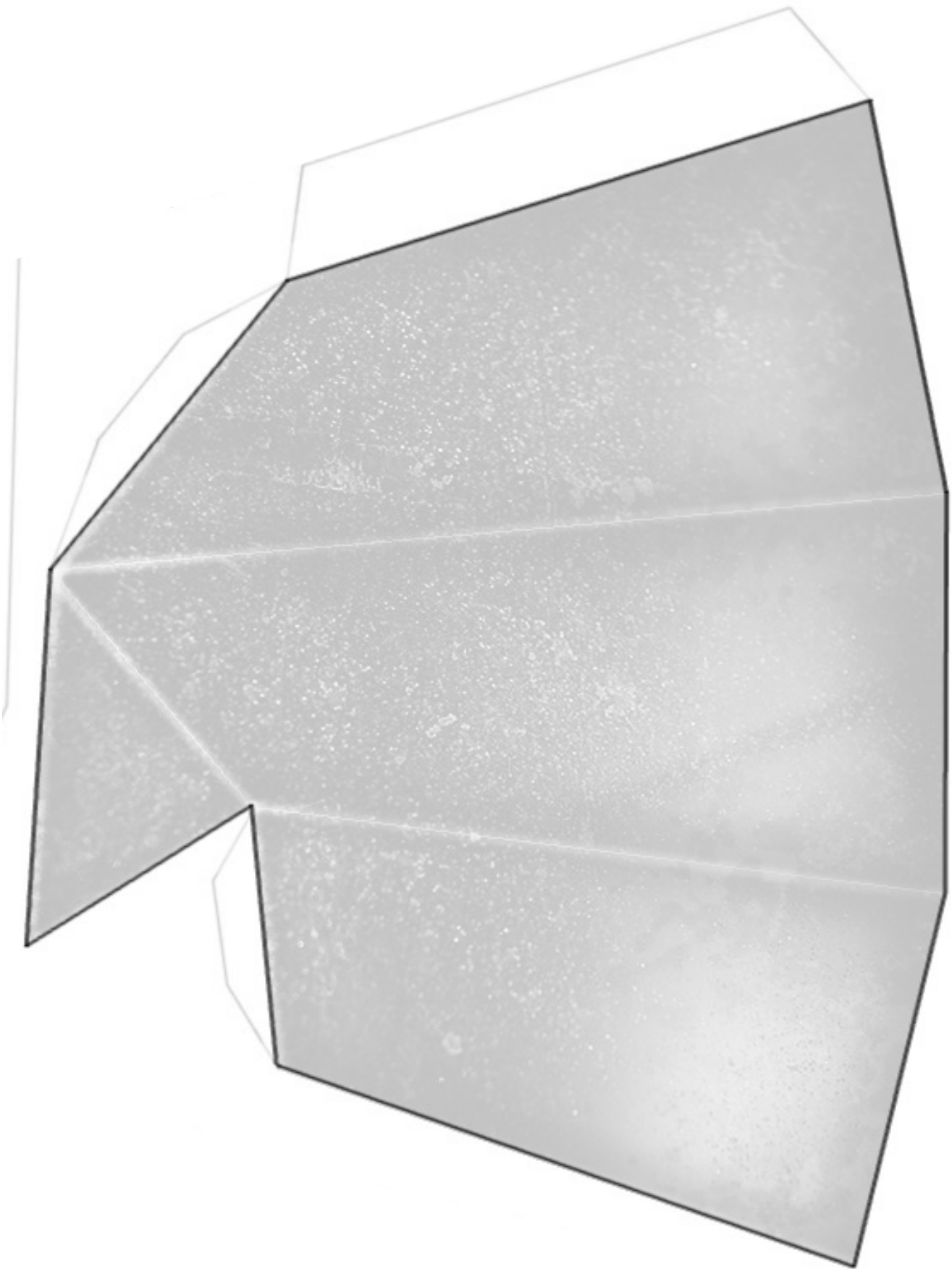
# Terrain, crystals

Impassable, block line of sight, no **Dodge** or **Toughness** bonus.

The two smallest ones per page are low cover, and give a +1 dodge bonus.







1

5

10

15

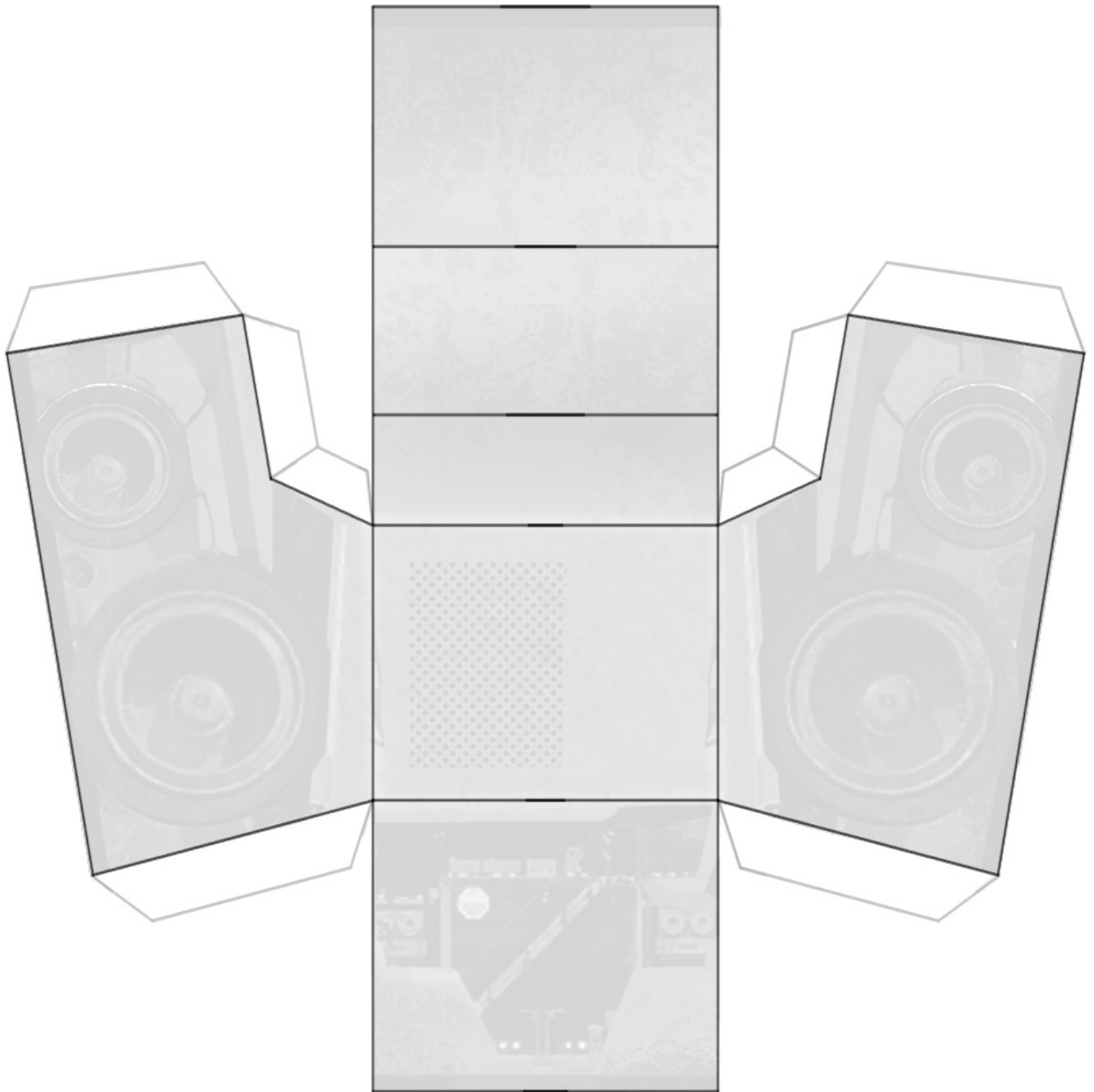
20

25

# Terrain, Glasstrain (Engine)

See NPC Card

Blocks line of sight

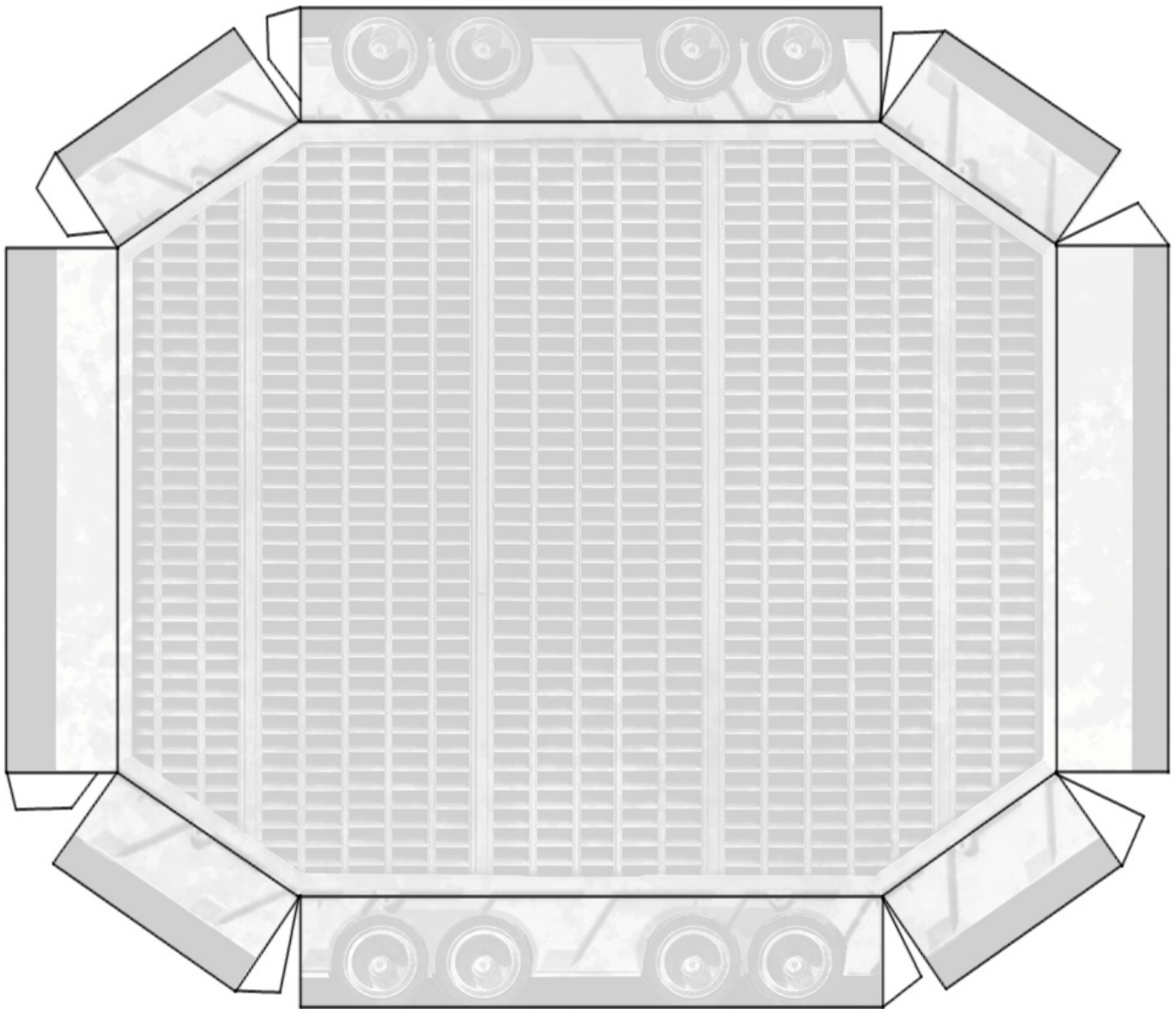


1

25

# Terrain, Glasstrain (Carriages 1 and 2)

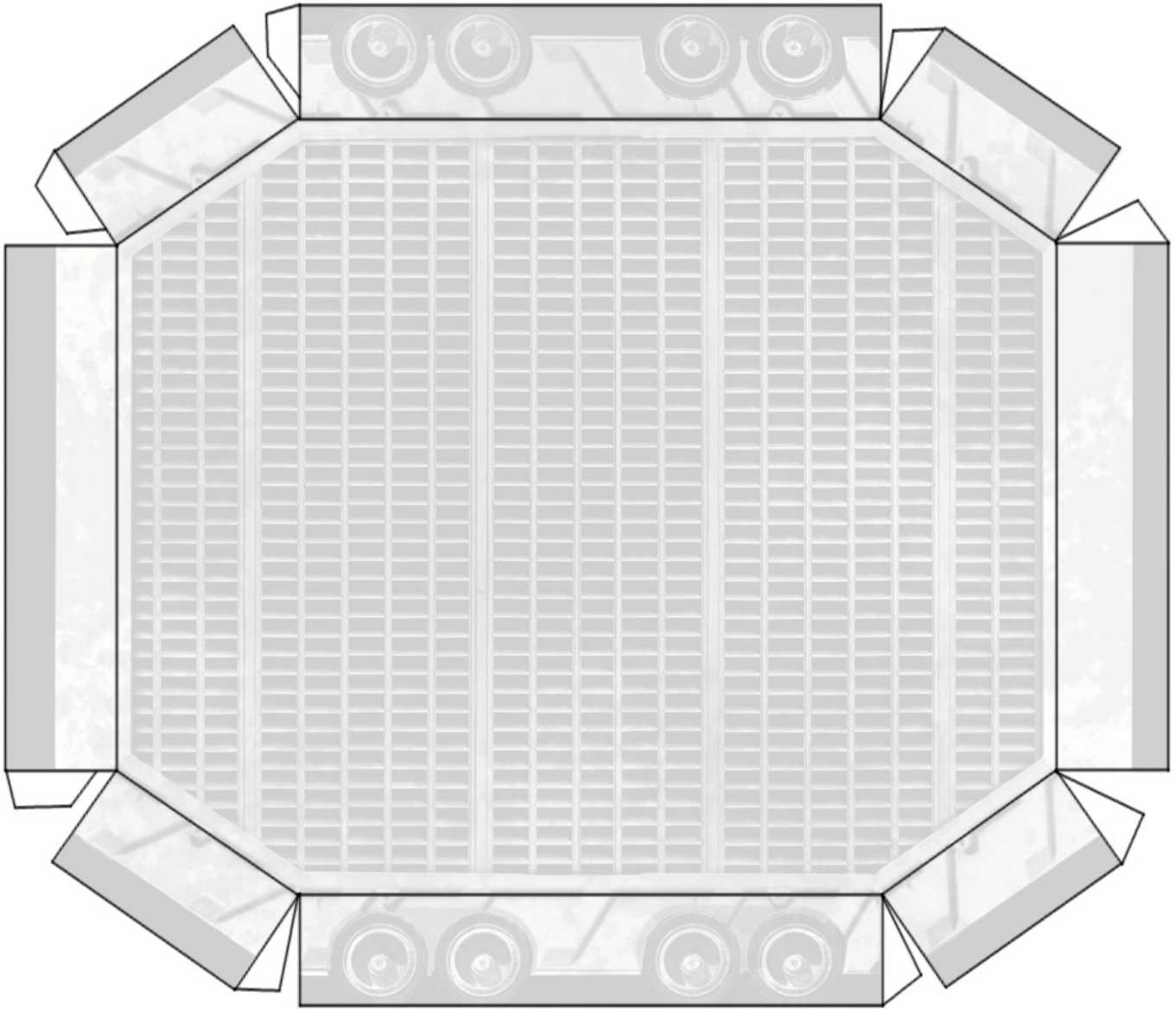
Does not block line of sight, +1 Dodge bonus



1

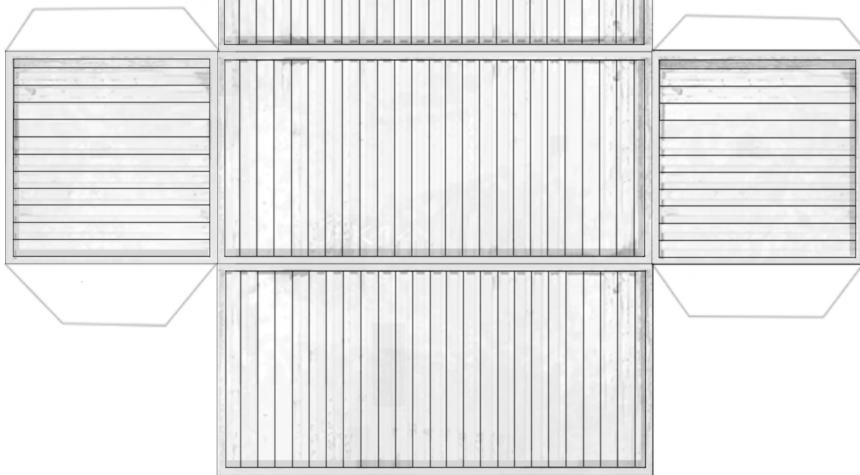
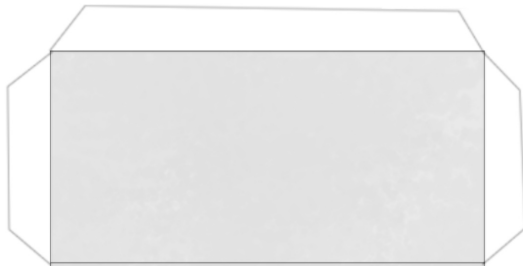
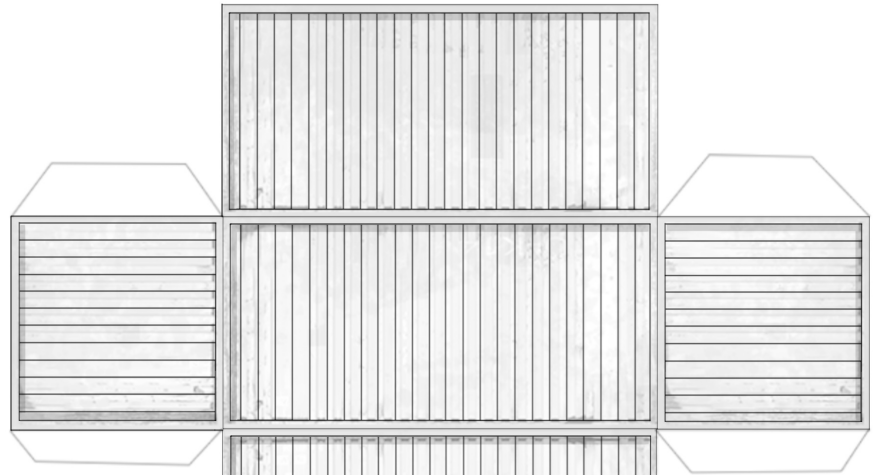
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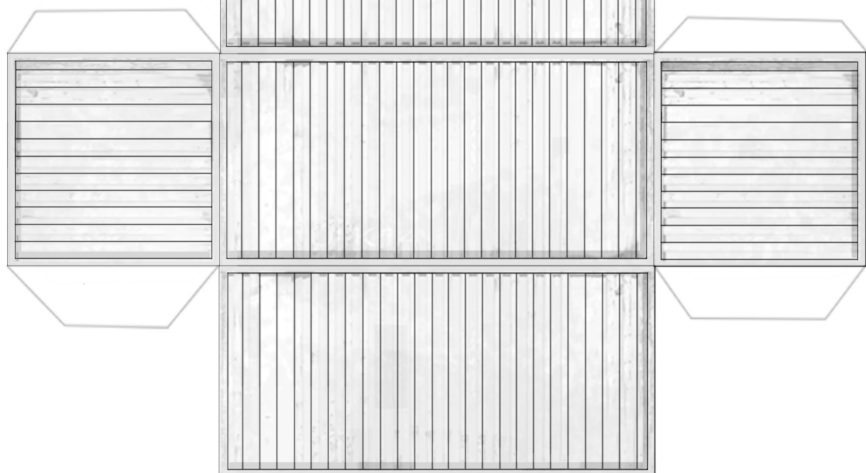
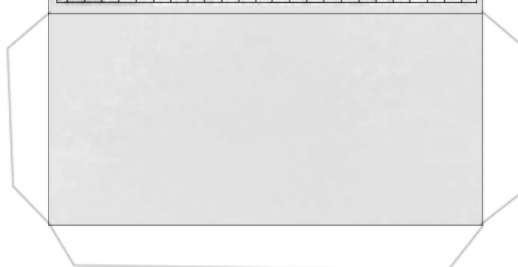
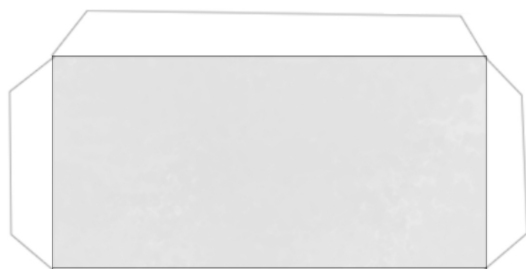
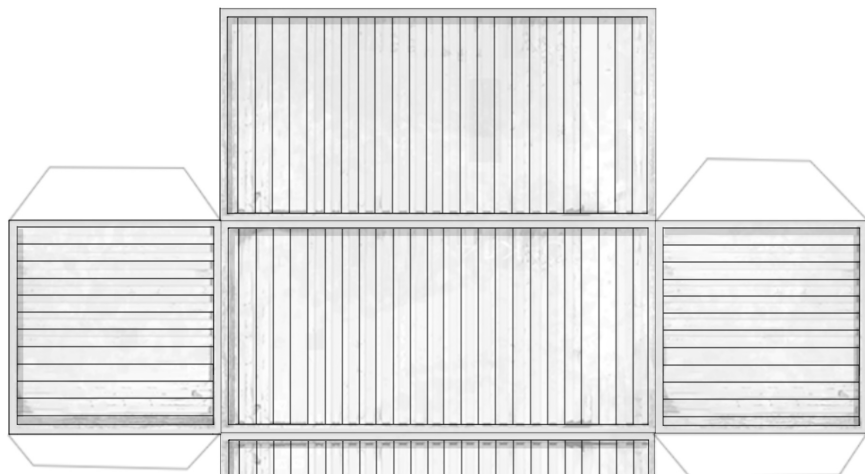


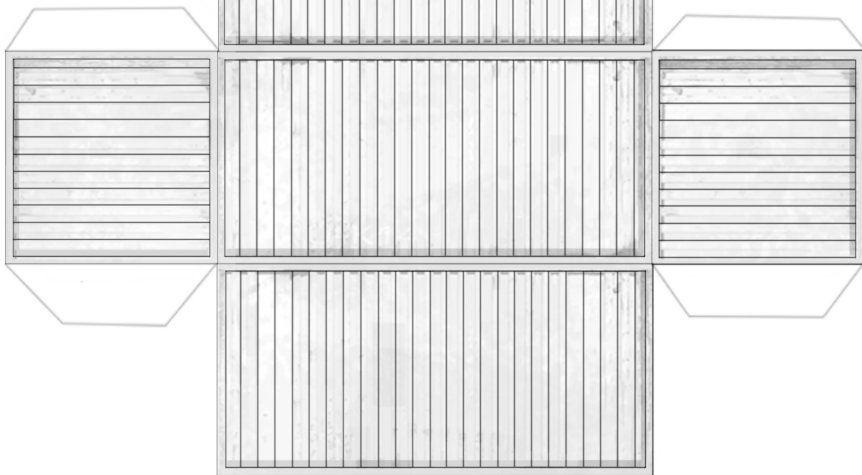
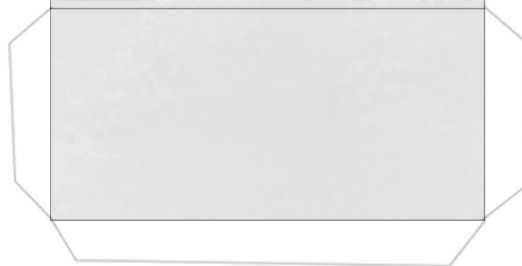
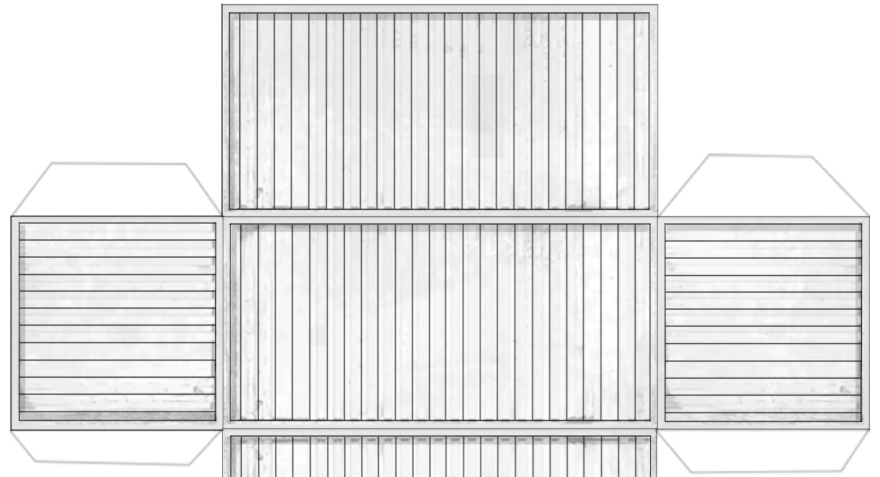
# Terrain, containers

1



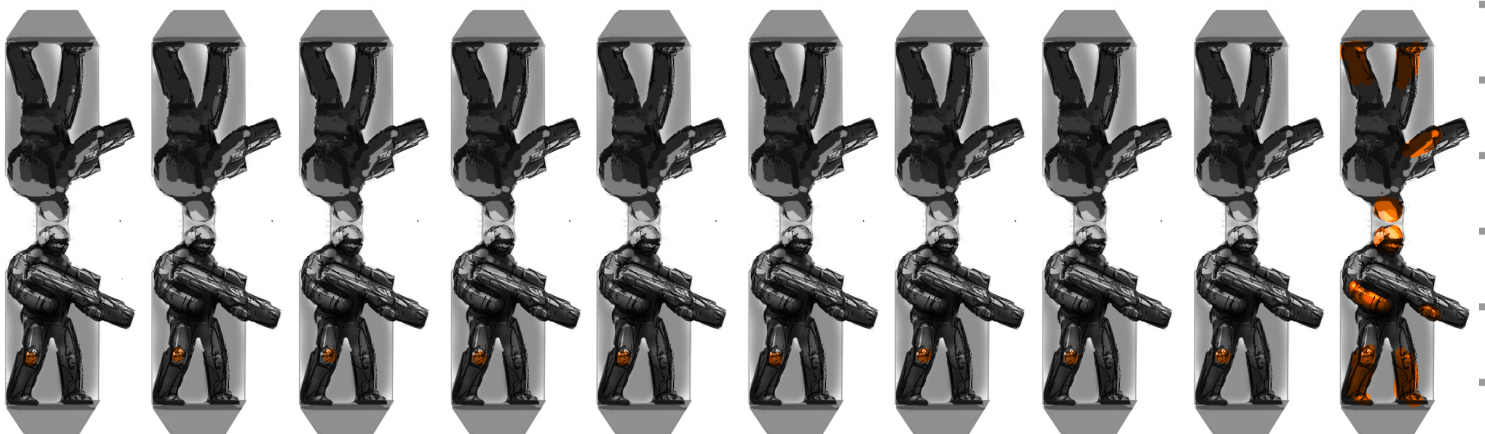
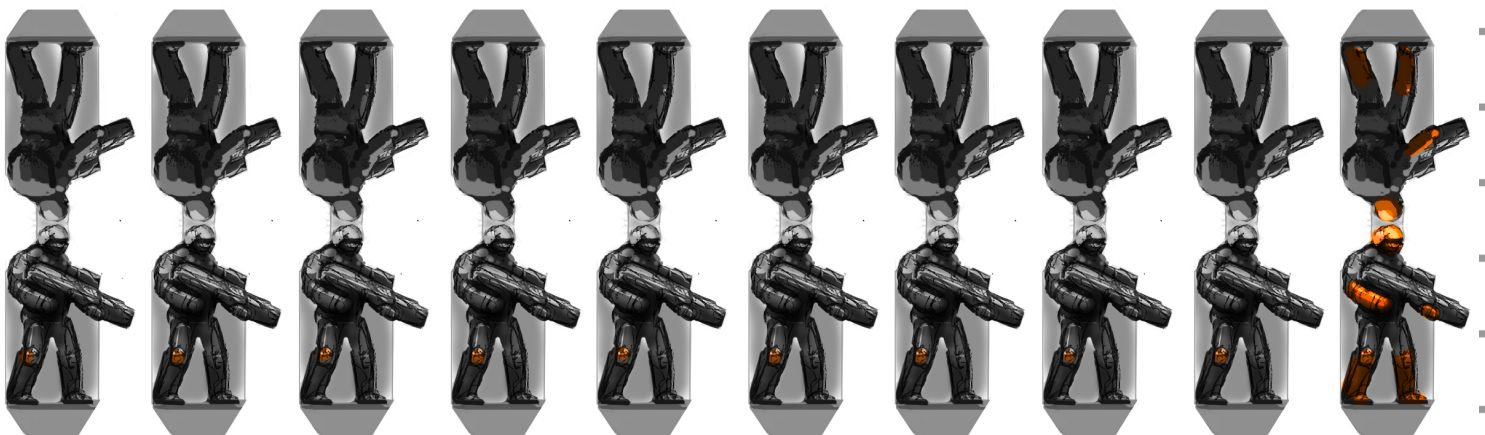
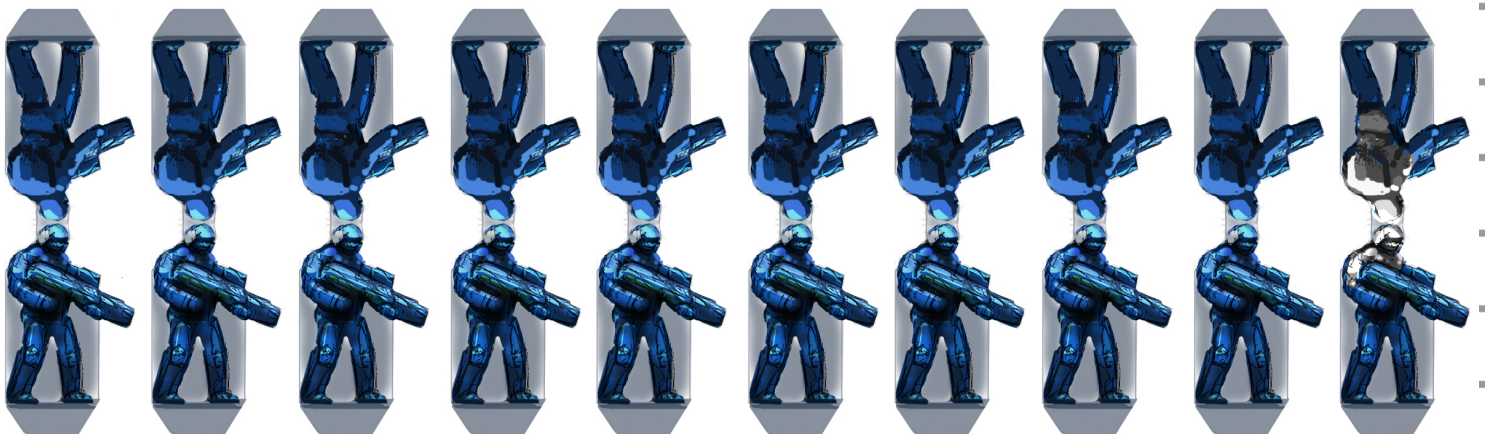
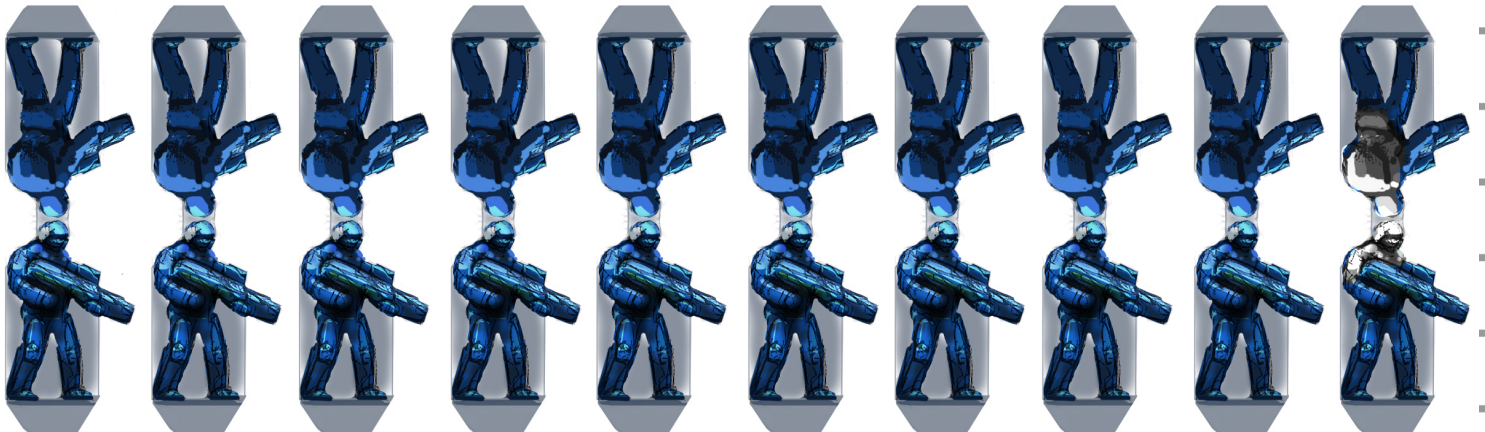
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# Units: Soldiers, both armies

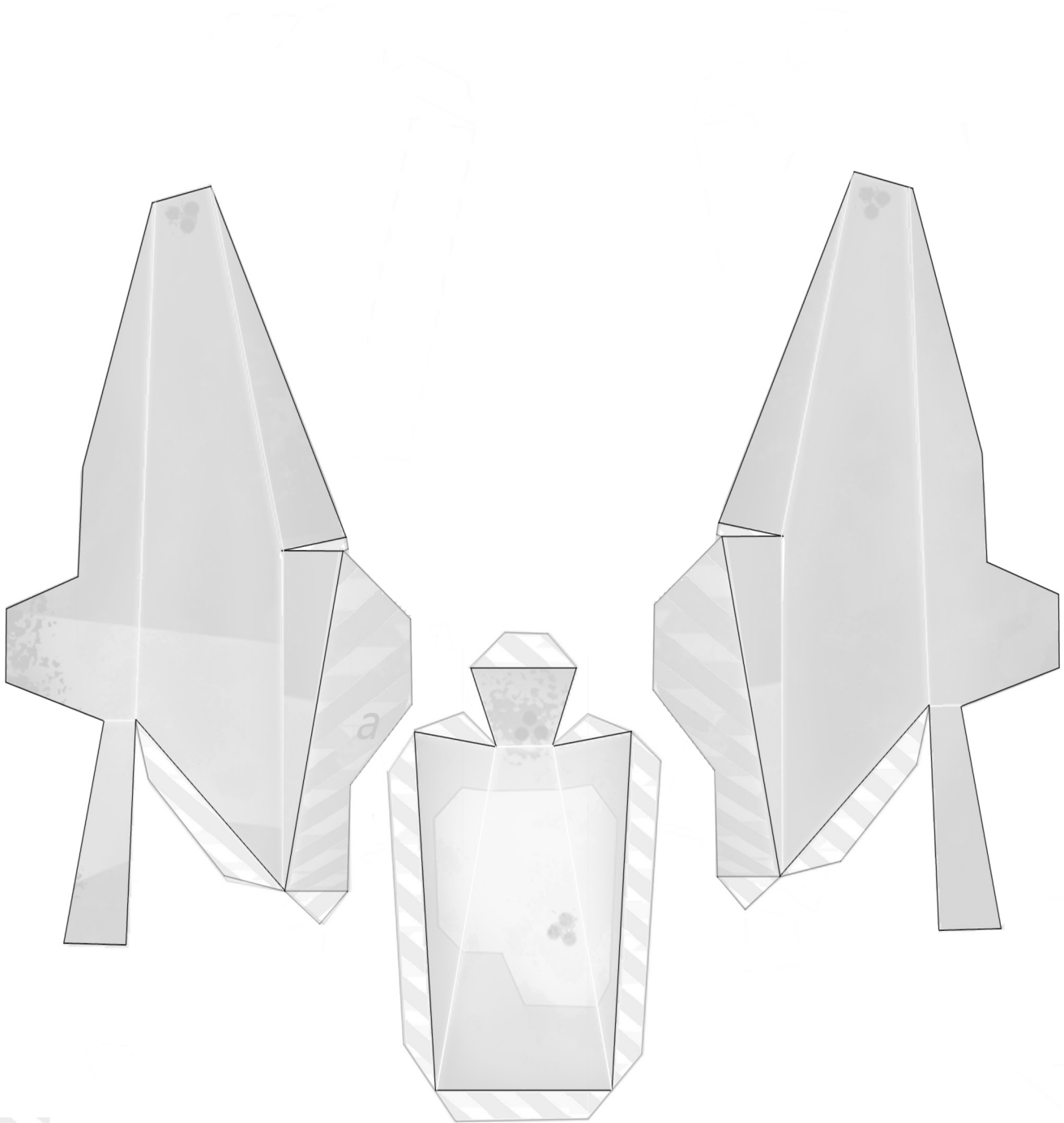
See cards for details



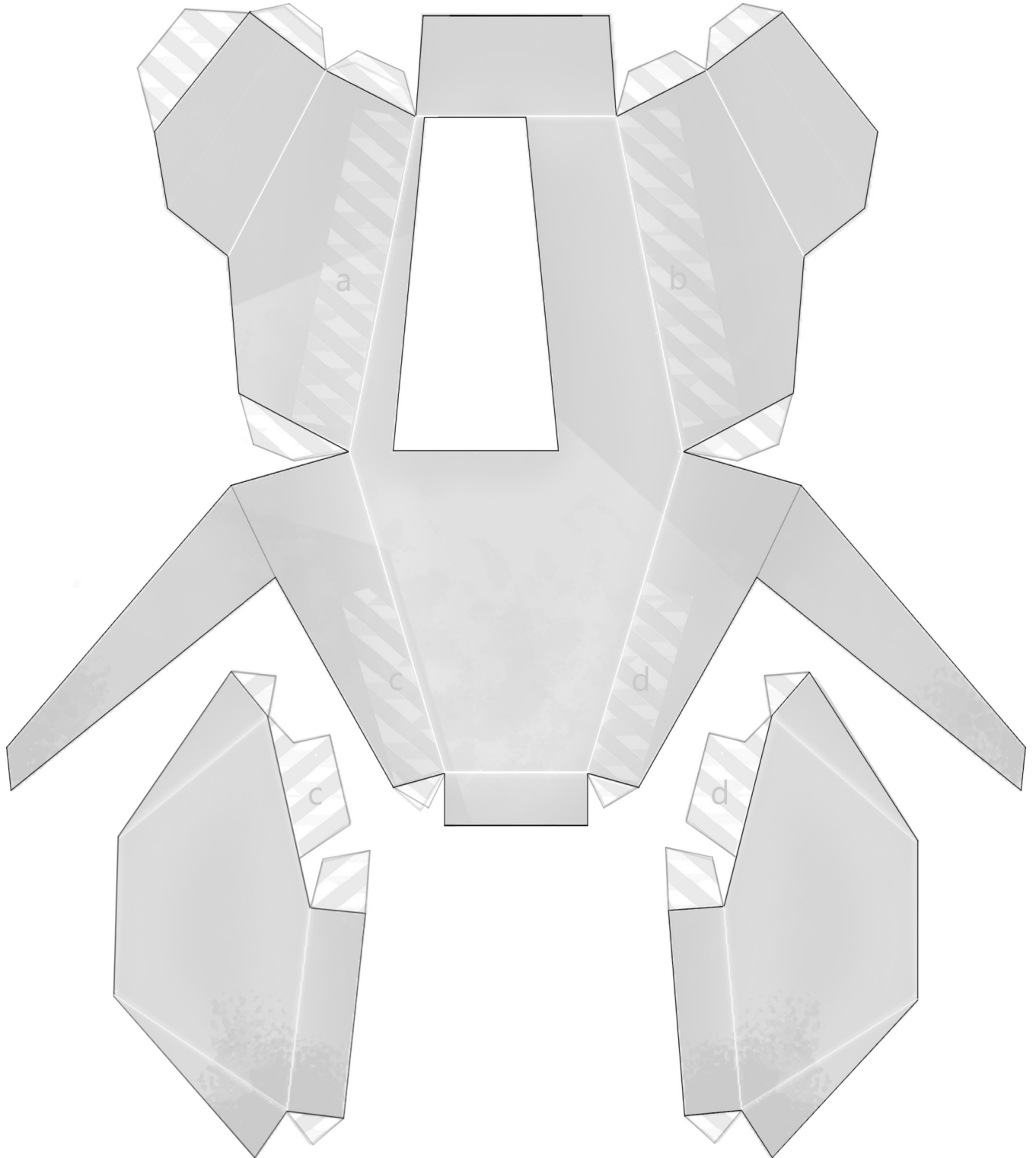
# Unit, Highlanders, VTOL

(2 pages)

See card

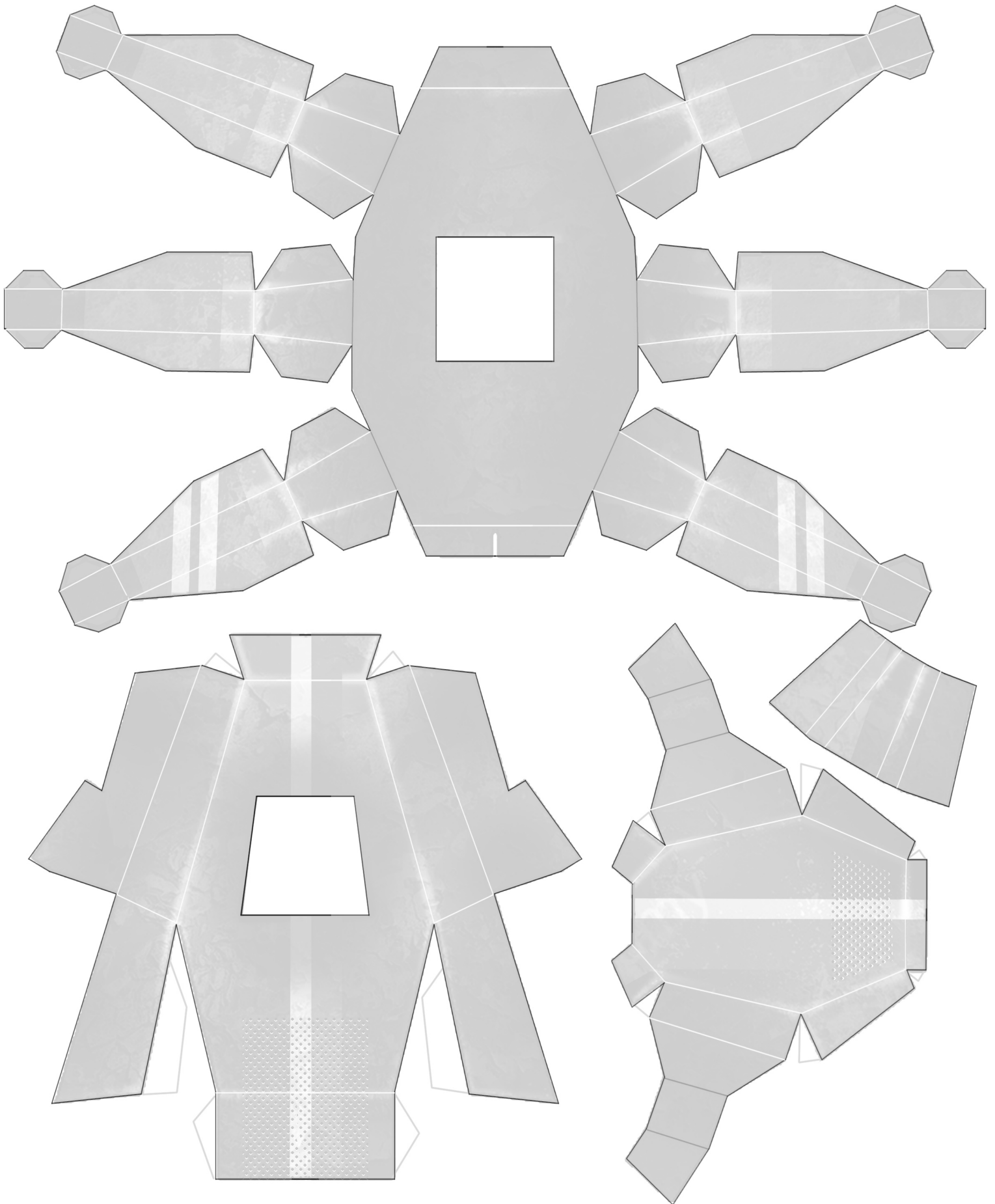


 = glue!

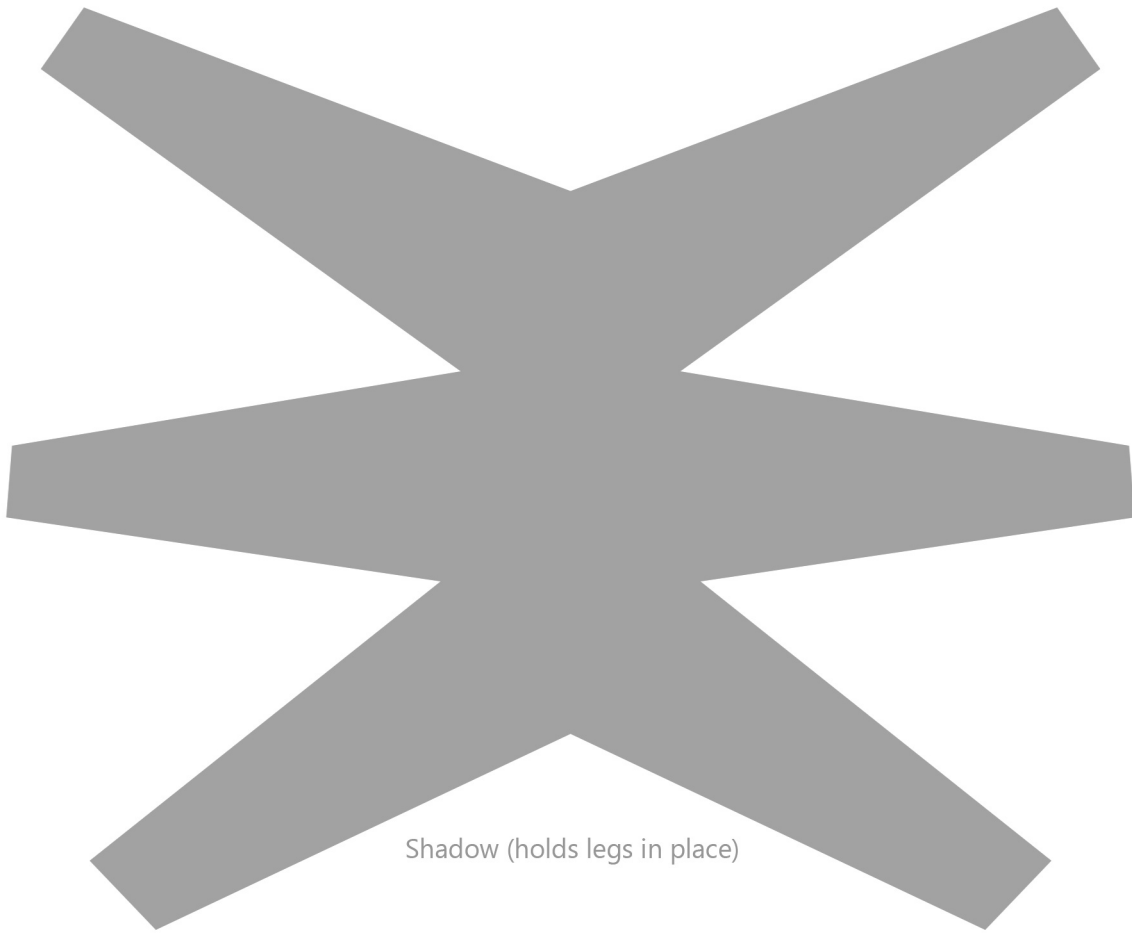


# Unit: Collective W6 Tank (2 pages)

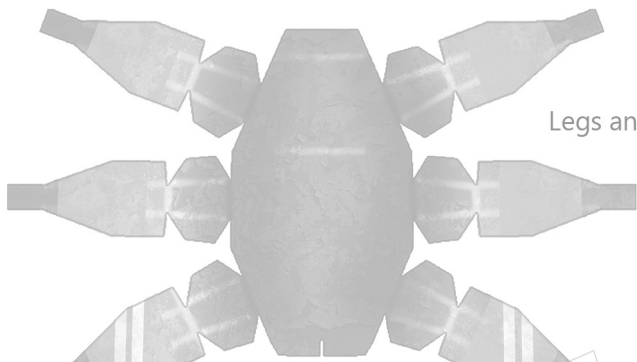
See card







Shadow (holds legs in place)



Legs and chassis



Body



Gun

Turret



# Cards: NPC and Guide

**NPC** Glasstrain

<b>M</b>	3
<b>S</b>	-4
<b>D</b>	0
<b>T</b>	18
<b>H</b>	3
<b>Mr</b>	-
<b>Po</b>	10
<b>R</b>	-
<b>Sr</b>	10

Unarmed, see scenario rules for this unit.

**GuideCard**

— Movement distance cm, per action

— Skill, assume zero if blank or missing.

— Dodge, you live if higher than enemy skill roll

— Toughness, compare to weapon power

— Health, how many wounds you can take

— Morale, roll for pinning tests

— Weapon power per shot, does it beat their toughness?


— Weapon Range

— Weapon spread, the number of attacks per action

— Any special rules go here, or extra info

# Cards: Highlanders

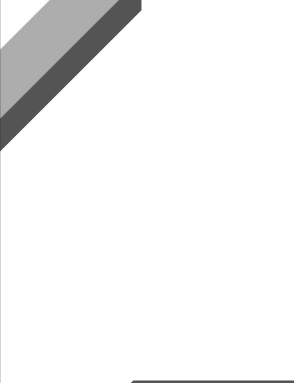
**HLD** Marines



M	4
D	3
T	-1
H	1
Mr	9
Po	1
R	30
Sr	1

Stats are per marine, squad leader morale is 10


**HLD** Orbital Strike



Po	7
R	-
Sr	5

Use against any unit, automatically hits with all shots

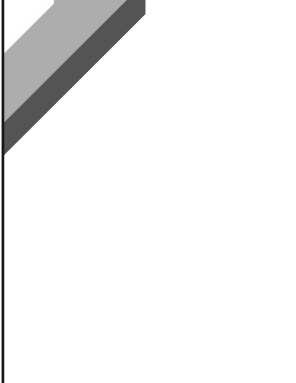
**HLD** Lander VTOL



M	20
D	2
T	11,11,9
H	3
Mr	10
Po	11
R	70
Sr	2


Transport  
In like lightning, out like thunder.

**HLD** Anomaly



Whichever unit you activate next turn will get one extra action (3 instead of 2).

**HLD** Marines



M	4
D	3
T	-1
H	1
Mr	9
Po	1
R	30
Sr	1

Stats are per marine, squad leader morale is 10

# Cards: Collective

**COL** Guard

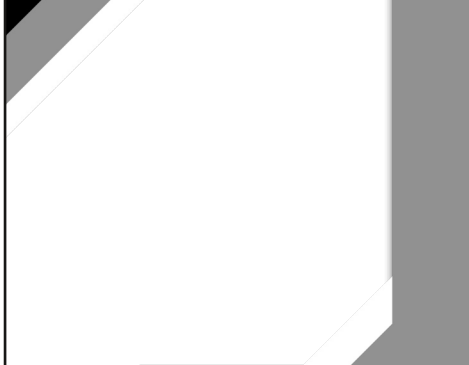


<b>M</b>	4
<b>D</b>	2
<b>T</b>	0
<b>H</b>	1
<b>Mr</b>	9

Po	1
R	30
Sr	1

Stats are per soldier, squad leader morale is 10


**COL** Barrage



Po	8
R	-
Sr	3

Use against any unit, automatically hits with all shots

**COL** W6 Tank

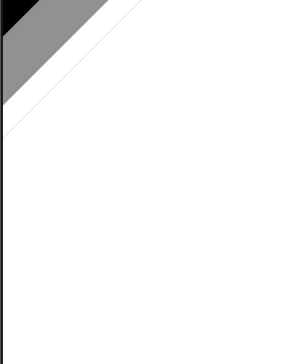


<b>M</b>	4
<b>D</b>	3
<b>T</b>	-1
<b>H</b>	1
<b>Mr</b>	9

Po	1
R	30
Sr	1

Squad leader morale is 10

**COL** Words Matter



Propaganda - targetted unit gets one less action this round. Can't be used on already-activated units

**COL** Guard



<b>M</b>	4
<b>D</b>	2
<b>T</b>	0
<b>H</b>	1
<b>Mr</b>	9

Po	1
R	30
Sr	1

Stats are per soldier, squad leader morale is 10